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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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EXAMINER	
HARRISON, CHANTE E	

ART UNIT	PAPER NUMBER
2672	

DATE MAILED: 01/11/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

Advisory Action	Application No.	Applicant(s)	
	09/432,113	SAITOU, NOBUHIRO	
	Examiner	Art Unit	
	Chante Harrison	2672	

--The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

THE REPLY FILED 10 December 2004 FAILS TO PLACE THIS APPLICATION IN CONDITION FOR ALLOWANCE. Therefore, further action by the applicant is required to avoid abandonment of this application. A proper reply to a final rejection under 37 CFR 1.113 may only be either: (1) a timely filed amendment which places the application in condition for allowance; (2) a timely filed Notice of Appeal (with appeal fee); or (3) a timely filed Request for Continued Examination (RCE) in compliance with 37 CFR 1.114.

PERIOD FOR REPLY [check either a) or b)]

a) ☒ The period for reply expires 3 months from the mailing date of the final rejection.

b) ☐ The period for reply expires on: (1) the mailing date of this Advisory Action, or (2) the date set forth in the final rejection, whichever is later. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of the final rejection. ONLY CHECK THIS BOX WHEN THE FIRST REPLY WAS FILED WITHIN TWO MONTHS OF THE FINAL REJECTION. See MPEP 706.07(f).

Extensions of time may be obtained under 37 CFR 1.136(a). The date on which the petition under 37 CFR 1.136(a) and the appropriate extension fee have been filed is the date for purposes of determining the period of extension and the corresponding amount of the fee. The appropriate extension fee under 37 CFR 1.17(a) is calculated from: (1) the expiration date of the shortened statutory period for reply originally set in the final Office action; or (2) as set forth in (b) above, if checked. Any reply received by the Office later than three months after the mailing date of the final rejection, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

1. ☐ A Notice of Appeal was filed on _____. Appellant's Brief must be filed within the period set forth in 37 CFR 1.192(a), or any extension thereof (37 CFR 1.191(d)), to avoid dismissal of the appeal.

2. ☒ The proposed amendment(s) will not be entered because:

   (a) ☐ they raise new issues that would require further consideration and/or search (see NOTE below);

   (b) ☐ they raise the issue of new matter (see Note below);

   (c) ☒ they are not deemed to place the application in better form for appeal by materially reducing or simplifying the issues for appeal; and/or

   (d) ☐ they present additional claims without canceling a corresponding number of finally rejected claims.

   NOTE: *See Continuation Sheet*.

3. ☐ Applicant's reply has overcome the following rejection(s): _____.

4. ☐ Newly proposed or amended claim(s) _____ would be allowable if submitted in a separate, timely filed amendment canceling the non-allowable claim(s).

5. ☒ The a)☐ affidavit, b)☐ exhibit, or c)☒ request for reconsideration has been considered but does NOT place the application in condition for allowance because: *See Continuation Sheet*.

6. ☐ The affidavit or exhibit will NOT be considered because it is not directed SOLELY to issues which were newly raised by the Examiner in the final rejection.

7. ☒ For purposes of Appeal, the proposed amendment(s) a)☒ will not be entered or b)☐ will be entered and an explanation of how the new or amended claims would be rejected is provided below or appended.

   The status of the claim(s) is (or will be) as follows:

   Claim(s) allowed: _____.

   Claim(s) objected to: _____.

   Claim(s) rejected: *1-20*.

   Claim(s) withdrawn from consideration: _____.

8. ☐ The drawing correction filed on _____ is a)☐ approved or b)☐ disapproved by the Examiner.

9. ☐ Note the attached Information Disclosure Statement(s)(PTO-1449) Paper No(s). _____.

10. ☐ Other: _____

Continuation of 2. NOTE:

Continuation of 5. does NOT place the application in condition for allowance because: Applicants claims, e.g. 1, 5, 8, 9, claim interactive movement of an object which does not exclude other interactive editing techniques and specify only dragging of a displayed object. Additionally, Applicants claims, e.g. 10, claim monitoring continuous interactive 2D movement of a user, but do not specify that the user's continuous input of a 2D interactive movement manipulates a displayed object to be positioned relative to a graph; and therefore does no suggest dragging of the object . Applicant identifies support for previously identified claimed new matter referencing "a criteria" is provide in the second embodiment of the specification, however, no support was found. Thus, Examiner reasserts the claimed "criteria" represents new matter.

MICHAEL RAZAVI
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 2600

IN THE CLAIMS:

The text of all pending claims are set forth below. Cancelled and withdrawn claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (Original), (Currently Amended), (Previously Presented), (Cancelled), (Withdrawn), or (New).

Please AMEND the claims in accordance with the following:

1. (Currently Amended) A graphic editing apparatus, comprising:

a display unit displaying a graphic including a first object and a second object which are connected with each other using a first connector, where the first object, second object, and first connector are all displayed on a display screen; and

an interactive graphical editing unit checking a criteria against movement of a third object while ~~it is being~~ the user is interactively ~~moved~~ moving the third object on the display relative to the graphic and automatically designating the first connector when the checking determines that the criteria is satisfied by interactive movement to a predetermined position in relation to the first connector after the first object, second object, and first connector have been displayed, and in response to the automatic designating automatically creating and displaying a second connector for connecting the displayed first object and the third object and a third connector for connecting the displayed third object and the second object.

2. (Currently Amended) The graphic editing apparatus according to claim 1, wherein the criteria is met when the first connector and the third object overlap each other during the moving of the third object on the display, in response to the automatic designating said interactive graphical editing unit also automatically creates and displays the second and third connectors.

3. (Previously Presented) The graphic editing apparatus according to claim 1, further comprising:

a judgment unit judging automatically whether a distance between the first object and the second object is sufficient to accommodate the third object between them; and

a shift unit, if the distance is not sufficient, automatically shifting at least one of the first and second objects.

4. (ORIGINAL) The graphic editing apparatus according to claim 1, further comprising a management unit managing a subordinate relationship between objects, and

the management unit, if the second object is subordinated to the first object before the third object is inserted between the first object and the second object, subordinating the third object to the first object and subordinating the second object to the third object.

5. (Currently Amended) A graphic editing apparatus, comprising:

a display unit displaying a graph including a first object and a second object which are connected with each other using a first connector, where the first object, second object, and first connector are all displayed on a display screen; and

an interactive graphical editing unit with an area on the display screen that is interactively moved on the display relative to the graph by a user of said graphic editing apparatus, and during the interactive movement on the display said editing apparatus checks a selection criteria against the movement of the area and when the checking determines that the criteria is satisfied by the designated area overlapping the first connector, the first connector is interactively selected after the first object, second object, and first connector have been displayed, and in response automatically creating and displaying a second connector for connecting the displayed first object and the third object and a third connector for connecting the displayed third object and the second object.

6. (Previously Presented) The graphic editing apparatus according to claim 5, wherein said interactive editing unit automatically shifts the displayed second object, displays the third object in a position where the second object was displayed before the first connector is interactively selected, and stops displaying the first connector.

7. (Previously Presented) The graphic editing apparatus according to claim 5, further comprising a coordinate system providing unit providing a virtual coordinate system defining boxes, in which each box is defined as area for displaying one object, wherein

said display unit displays each object using the virtual coordinate system, and said interactive editing unit locates each object using the virtual coordinate system.

8. (Currently Amended) A graphic editing apparatus, comprising:

a display unit displaying a graphic comprising a first object, a plurality of second objects and a plurality of first connectors for connecting the first object and the plurality of second objects, where the first object, the plurality of second objects, and the plurality of first connectors are all displayed on a display screen; and

an interactive graphical editing unit checking a criteria against movement of a third object while ~~it~~ the user is ~~being~~ interactively ~~moved~~ moving the third object on the display relative to the graphic and automatically selecting two or more of the plurality of first connectors when the checking determines that the criteria is satisfied by the third object moving into proximity to the two or more connectors, whereby the two or more connectors are interactively and collectively selected by a two-dimensional movement relative to the plurality of first connectors after the first object, the plurality of second objects, and the plurality of first connectors have been displayed, and in response to the selecting automatically creating and displaying a second connector for connecting the displayed first object and the third object, and two or more third connectors for connecting two or more of the displayed second objects connected to the interactively selected first connector and the third object.

9. (Currently Amended) A graphic editing method, comprising:

displaying a graphic including a first object and a second object which are connected with each other using a first connector, where the first object, second object, and first connector are all displayed on a display screen; and

checking a criteria against movement of a third object while it is ~~being~~ interactively ~~placed~~ moving on the display screen relative to the graphic by a two-dimensional movement and automatically designating or selecting the first connector when the checking determines that the criteria is satisfied by interactive movement to a predetermined position in relation to the first connector after the first object, second object, and first connecter have been displayed, and in response to the automatic designating or selecting automatically creating and displaying a

second connector for newly connecting the displayed first object and the third object and a third connector for newly connecting the third object and the second object.

10. (Currently Amended) A graphic editing method:

displaying a graph including a first object and a second object which are connected with each other using a first connector, where the first object, the second object, and the first connector are all displayed on a display screen; and

after the first object, second object, and first connecter have been displayed, monitoring a user's continuous interactive two-dimensional movement input to determine when during the movement the movement overlaps the first connector, and in response to the determining automatically designating or selecting the first connector as an insertion target by automatically inserting a third object by creating and displaying a second connector for connecting the first object and the third object and a third connector for connecting the third object and the second object.

11. (Currently Amended) A storage medium on which a program enabling a computer to execute a process is stored, the process comprising:

displaying, by a graphic editing tool, a graphic including a first object and a second object which are connected with each other using a first connector, where the first object, the second object, and the first connector are all displayed on a display screen; and

after the first object, second object, and first connecter have been displayed, checking a criteria against a user's interactive ~~movement for~~ moving of a third object during display of the interactive movement and automatically selecting or designating the first connector when the checking determines that the criteria is satisfied by the third object having been interactively placed by the movement to a predetermined position in relation to the first connector, and in response inserting the third object by creating and displaying a second connector for connecting the displayed first object and the third object and a third connector for connecting the third object and the second object.

12. (Currently Amended) A storage medium on which a program enabling a computer to execute a process is stored, the process comprising:

displaying a graph including a first object and a second object which are connected with each other using a first connector, where the first object, the second object, and the first

connector are all displayed on a display screen; and

after the first object, second object, and first connecter have been displayed ~~and~~, monitoring a user's interactive continuous two-dimensional movement input to determine when during the movement the movement overlaps the first connector, and in response to the determining automatically treating the first connector as a selected target for insertion by automatically inserting a third object by creating and displaying a second connector for connecting the displayed first object and the third object and a third connector for connecting the displayed third object and the second object.

13. (Previously Presented) A method of interactively graphically inserting a node into a displayed graph comprising displayed nodes and connectors graphically connecting the nodes, said method comprising:

interactively designating a displayed first connection in the displayed graph by comparing a position of the first connection with positions of an insertion node or representation thereof while the insertion node or representation thereof is being displayed while being moved by the input device, where the displayed first connection visually connects a first displayed node and a second displayed node of the displayed graph; and

responsive to said interactive designating, automatically inserting the insertion node into the displayed graph by automatically displaying a second connection to newly connect the insertion node to the displayed first node, and by automatically displaying a third connection to newly connect the insertion node to the displayed second node.

14. (Currently Amended) A graphic editing apparatus, comprising:

a display unit displaying a first object, a second object, and a first connector, the objects being graphically connected with each other by the first connector; and

an editing unit, checking a criteria against a movement of a displayed third object being while it is ~~being~~ interactively located by a continuous two-dimensional movement and automatically designating or selecting the first connector when the checking determines that the criteria is satisfied by the third object visually overlapping or contacting the first connector on the display unit, and in response to the automatic designating or selecting, displaying a second connector to newly graphically connect the displayed first object and the displayed third object, and displaying a third connector to newly graphically connect the third object and the second object.

15. (Currently Amended) A method, comprising:

interacting with a graphical user interface to designate or select, among connectors of a displayed graph, a connector to be a target for inserting a node between existing edge-connected nodes of the displayed graph by dragging the node over or near the connector connecting the existing nodes, where a checking process checks a criteria during the dragging and when the dragging satisfies the criteria the connector is designated or selected; and

responsive to the designating or selecting of the node, automatically displaying connectors in the graph to newly connect the existing nodes with the inserted node and automatically undisplaying the connector connecting the existing nodes.

16. (Currently Amended) A method of displaying on a display, comprising:

~~storing a graph data structure comprising first node data, second node data, and first relationship data logically relating the first node data to the second node data;~~

displaying first and second graphical nodes ~~portraying the first node data and the second node data,~~ and displaying a first graphical line ~~portraying the first relationship data by~~ graphically connecting the first and second graphical nodes;

after said displaying, interactively designating the first displayed line as a target for insertion by checking a criteria while dragging a new node graphic and designating or selecting the first displayed line when the checking determines that the new node is over or near the first displayed line~~, where the new node graphic has corresponding new node data~~; and

in response to said interactive designating automatically: undisplaying the selected first line, ~~adding to the graph data structure new relationship data that relates the new node data to the first node data and the second node data,~~ displaying a new first line and a new second line ~~portraying the new relationship data and~~ graphically connecting the new graphical node to the first and second graphical nodes.

17. (Cancelled).

18. (Previously Presented) A method according to claim 11, wherein the interactive placement comprises interactively selecting the first connector by one of (1) dragging the new node over or near the first connector and (2) dropping the new node onto or near the first connector.

19. (Currently Amended) A method of inserting interactively and graphically connecting a node to a displayed graph, comprising:

displaying the graph;

dragging a graphic node to change a location of the graphic node relative to the displayed graph; and

during the dragging checking a criteria against the dragging and when the checking determines that the location of the graphic node is in proximity to a connector connected to an existing node in the graph, automatically treating the connector as an insertion target designated by the dragging by displaying a graph connector newly visually connecting the graphic node to the existing node.

20. (Currently Amended) A graphic editing apparatus, comprising:

a display unit displaying a graphic including a first object and a second object which are connected with each other using a first connector, where the first object, second object, and first connector are all displayed on a display screen; and

an interactive graphical editing unit responding to a third object having been interactively placed by a continuous two-dimensional movement on the display screen to a predetermined position in relation to the first connector after the first object, second object, and first connector have been displayed, by automatically displaying a connector newly connecting the displayed first object and the third object and another connector newly connecting the displayed third object and the second object, where during the interactive two-dimensional movement the editing unit checks to determine whether the predetermined position is moved to, and when it is, the first connector is designated for insertion of the third object.